

**WHAT IS CLAIMED IS:**

1. A storing medium that stores a game BGM generating program to be executed by a game apparatus,

said game apparatus comprising:

5                   a phrase data storing means for storing by each group based on a musical characteristic different kinds of a plurality of phrase data that designate a length and a pitch of a sound;

                  a rhythm-pattern storing means for storing at least one kind of rhythm pattern data constructed of two or more rhythm data that designate a length in  
10 performance for performing a phrase, and a play timing of said phrase;

                  a BGM-data playing means for playing BGM data constructed of at least one part;

                  a sound-data storing means for storing data of the sound output according to said BGM data; and

15                   a sound outputting means for outputting a sound according to the BGM data reproduced by said BGM-data playing means, wherein

said game BGM generating program allows a processor of said game apparatus to execute following steps of:

20                   a phrase selecting step for randomly selecting one kind of the phrase data from one group stored in said phrase data storing means;

                  a rhythm selecting step for selecting one rhythm data from one kind of the rhythm pattern data stored in said rhythm-pattern storing means according to a predetermined rule; and

25                   a BGM generating step for generating the BGM data from the phrase data selected by said phrase selecting step and the rhythm data selected by said rhythm selecting step.

2. A storing medium that stores a game BGM generating program according to claim 1, wherein

said rhythm selecting step includes a random-selecting step for randomly selecting the rhythm data from one kind of said rhythm pattern data.

5 3. A storing medium that stores a game BGM generating program according to claim 1, wherein

said rhythm selecting step includes a sequential-selecting step for selecting the rhythm data from one kind of said rhythm pattern data in predetermined order.

10 4. A storing medium that stores a game BGM generating program according to claim 1, wherein

said game apparatus further comprises a continuous counter for counting the number of selecting times of the same phrase,

said phrase selecting step includes an incrementing step for incrementing said continuous counter when the phrase data selected last time and the phrase data selected this time agree; and a re-selecting step for re-selecting the phrase data when a count value of said continuous counter is larger than a predetermined value.

5. A storing medium that stores a game BGM generating program according to claim 1, wherein

20 said game apparatus further comprises an operating means for inputting an operation by a player; and a performance-change data storing means for storing performance-change data that changes a performing method of a BGM, and further allows said processor to execute following steps of,

a performance-change data storing step for allowing said performance-change data storing means to store the performance-change data corresponding to at least the operation of said operating means; and

a BGM-data change step for applying a predetermined change to said BGM data corresponding to the performance-change data stored in said performance-change data storing means by said performance-change data storing step.

5 6. A storing medium that stores a game BGM generating program according to claim 5, wherein,

said BGM-data change step includes a tempo change step for changing a tempo of said BGM data according to said performance-change data.

7. A storing medium that stores a game BGM generating program according to claim 1, wherein

10 said game apparatus further comprises a period designating data storing means for storing period designating data that designates a performing period and a performance suspended period of the phrase,

said BGM-data playing means suspends a reproduction of the BGM data in the performance suspended period based on said period designating data, and

15 allows said processor to execute a period counting step for counting the performing period and the performance suspended period designated by said period designating data by the number of selecting times of the rhythm data.

8. A game BGM generating method of a game apparatus provided with a phrase data storing means for storing by each group based on a musical characteristic different  
20 kinds of a plurality of phrase data that designate a length and a pitch of a sound,

a rhythm-pattern storing means for storing at least one kind of rhythm pattern data constructed of two or more rhythm data that designate a length in performance for performing a phrase, and a play timing of said phrase;

a BGM-data playing means for playing BGM data constructed of at least one part;  
25 a sound-data storing means for storing data of a sound output according to said

BGM data; and

a sound outputting means for outputting the sound according to the BGM data reproduced by said BGM-data playing means, including following steps of:

5 (a) randomly selecting one kind of the phrase data from one group stored in said phrase data storing means;

(b) selecting one rhythm data from one kind of the rhythm pattern data stored in said rhythm-pattern storing means sequentially or randomly; and

(c) generating the BGM data from the phrase data selected by said step (a) and the rhythm data selected by said step (b).

10 9. A game apparatus that performs a BGM corresponding to at least a proceeding situation of a game, comprising:

a phrase data storing means for storing by each group based on a musical characteristic different kinds of a plurality of phrase data that designate a length and a pitch of a sound;

15 a rhythm-pattern storing means for storing at least one kind of rhythm pattern data constructed of two or more rhythm data that designate a length in performance for performing a phrase, and a play timing of said phrase;

a BGM-data playing means for playing BGM data constructed of at least one part;

20 a sound-data storing means for storing data of a sound output according to said BGM data;

a phrase selecting means for randomly selecting one kind of the phrase data from one group stored in said phrase data storing means;

25 a rhythm-pattern selecting means for selecting one rhythm data from one kind of the rhythm pattern data stored in said rhythm-pattern storing means according to a predetermined rule;

a BGM generating means for generating said BGM data from the phrase data selected by said phrase selecting step and the rhythm data selected by said rhythm pattern selecting step, and

a sound outputting means for outputting the sound according to the BGM data reproduced by said BGM-data playing means.

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